



VISUAL ART VIRTUAL LEARNING

ART II: TRY IT OUT TUESDAY

MAY 5TH, 2020



LESSON: 05-05-2020

OBJECTIVE/LEARNING TARGET:

I can create an original Self-Portrait imitating at least one of the key components of Rembrandt's style

Take a closer look at a Famous Artist and their work

Explore a technique or Artist happening somewhere in the world right now!

Figure drawing challenges

Masterpiece Monday

Technique Tuesday

What's Up Wednesday

Thumbnail Thursday

Figure Friday

Practice Skills Known and new techniques

Small, loose sketches of objects we find or design concepts

TRY IT OUT TUESDAY!

Yesterday we talked all about the artist Rembrandt and it was mentioned that he often made self portraits. Today I want to challenge you to make a self-portrait in a style inspired by Rembrandt.

We will take some time to look at more of his work, and also to think about the role that identity plays in the art of portraiture.

SELF-PORTRAITS

This video
takes you
through the
National
Gallery of Art
to learn more
about
Rembrandt's
Self-Portraits



<https://www.youtube.com/watch?v=rFMFH8Nf0Zw>

KEY ELEMENTS TO RECOGNISING A REMBRANDT

- ❖ The skillful use of **contrast**, *usually* of light and dark
- ❖ Hats, all of the hats!(or varied **costumes**)
- ❖ Whimsy, playfulness or other **humanising emotions** that makes the subject relatable to the viewer
- ❖ **Descriptive detail** (wrinkles, imperfections, layers of color in the brushstrokes that create the shadows)

Which element of Rembrandt's work appeals to your personal aesthetic or style? What could YOU add in your portrait to imitate Rembrandt and still make the portrait your own?

WHY ARE
PORTRAITS SUCH
A BIG DEAL?

The History of Portraits

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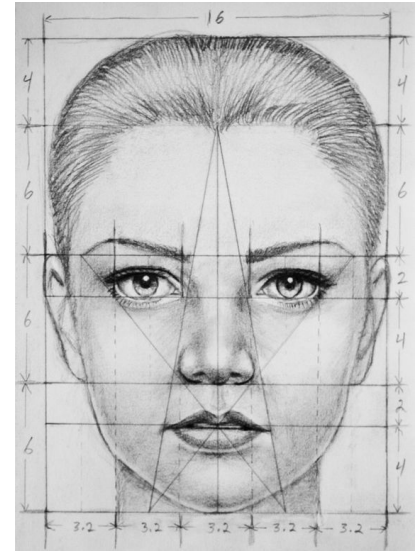
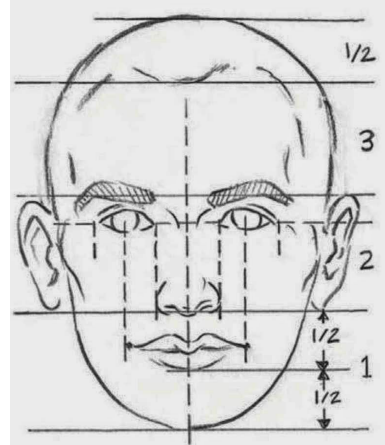
PLANNING YOUR SELF-PORTRAIT

Some things you need to think about:

- ❖ What medium suits your personality? Photography, drawing painting or maybe even collage? (Your choice might be dependent on what you have available to you & that is okay too)
- ❖ What, if anything will you include around yourself or in the background?
- ❖ What will you wear, and what statement does that make to the viewer?

REMINDERS ABOUT FACIAL PROPORTIONS

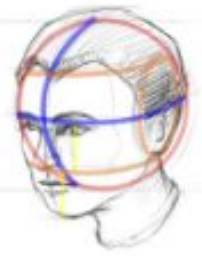
- ❖ Your head should be sort of egg-shaped.
- ❖ The eyes are about $\frac{1}{2}$ way down the head.
- ❖ The space between the eyes is about one eye width.
- ❖ The head is about 5 eyes wide.
- ❖ The corners of the mouth should line up with the pupils of the eyes.



Full Front

Profile

3/4 View



WHAT TO INCLUDE

- ❖ Your portrait should be of **YOU**
- ❖ It should show at least your **head and shoulders** (you are welcome to show more of your torso/full body length if you prefer, it should not just be a floating head though)
- ❖ **At least one** of the four qualities that makes it similar to Rembrandt's work, as listed on the previous slide.

Here is a reminder:

- Use of contrast
- Use of hats or costumes
- The role or portrayal of an emotion
- Descriptive detail

Begin your brainstorming today, we will continue to draft a final tomorrow!

POSTERS WE USE TO
TEACH YOU...

ELEMENTS & PRINCIPLES OF ART

LINE

Line is the path of a point moving through space



PATTERN

Pattern refers to the repetition or reoccurrence of a design element, exact or varied, which establishes a visual beat.



SHAPE / FORM



Shape implies spatial form and is usually perceived as two-dimensional. Form has depth, length, and width and resides in space. It is perceived as three-dimensional.

RHYTHM / MOVEMENT

Rhythm or movement refers to the suggestion of motion through the use of various elements.



COLOR

Colors all come from the three primaries and black and white. They have three properties – hue, value, and intensity.



PROPORTION / SCALE

Proportion is the size relationship of parts to a whole and to one another. Scale refers to relating size to a constant, such as a human body.



VALUE

Value refers to relative lightness and darkness and is perceived in terms of varying levels of contrast.



BALANCE

Balance is the impression of equilibrium in a pictorial or sculptural composition. Balance is often referred to as symmetrical, asymmetrical, or radial.



TEXTURE

Texture refers to the tactile qualities of a surface (actual) or to the visual representation of such surface qualities (implied).



UNITY

Unity is achieved when the components of a work of art are perceived as harmonious, giving the work a sense of completion.



SPACE / PERSPECTIVE

Space refers to the area in which art is organized. Perspective is representing a volume of space or a 3-dimensional object on a flat surface.



EMPHASIS

Emphasis refers to the created center of interest, the place in an artwork where your eye first lands.



HOW TO SHOW US YOUR CREATIONS...

We'd love to see your
work!!!

**Email your art teacher and
be sure to tag your
principal as well.**

**abigail_gordon
@idschools.org**

(You may send examples to your own art teacher!)